

Fig. 1

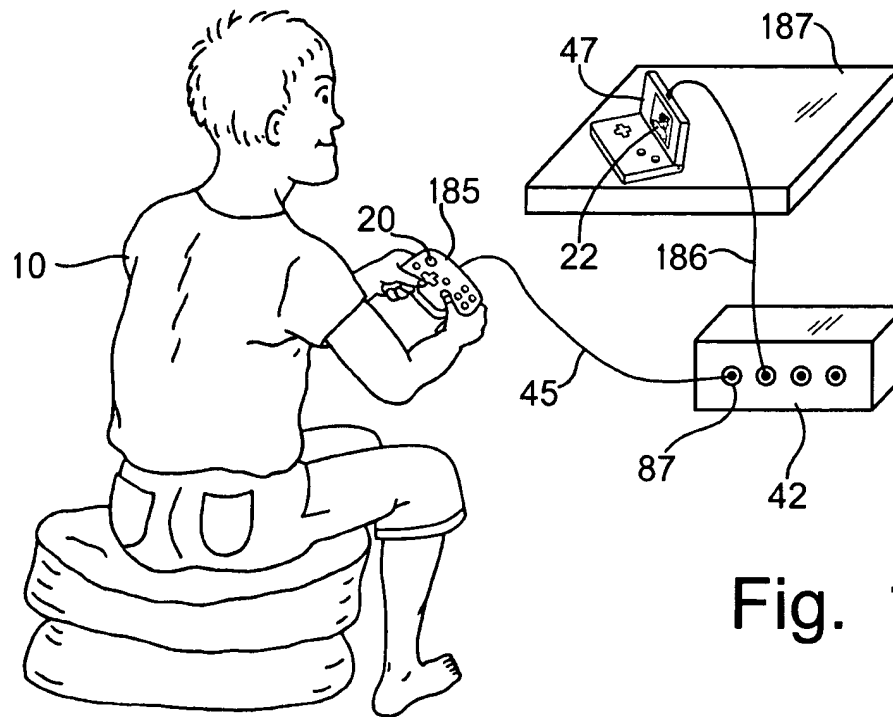
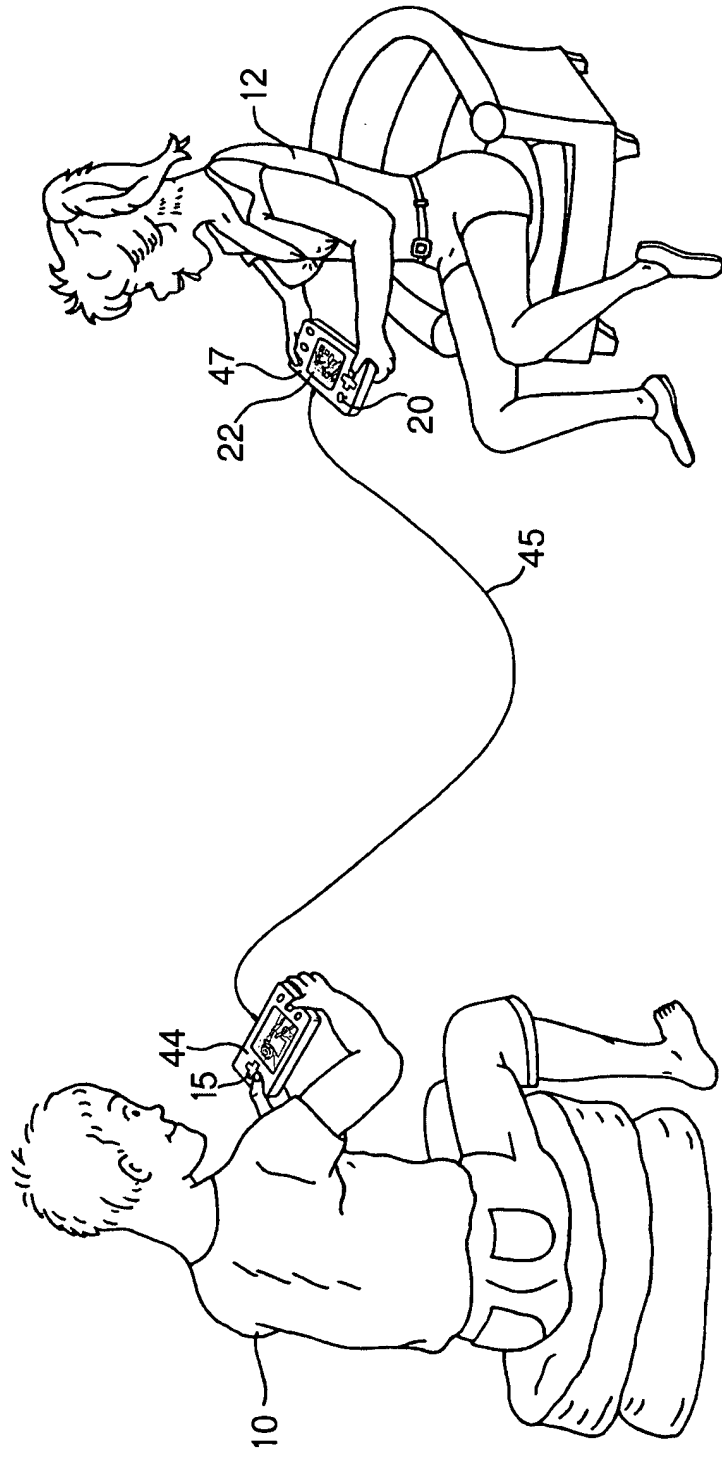


Fig. 1a

Fig. 2



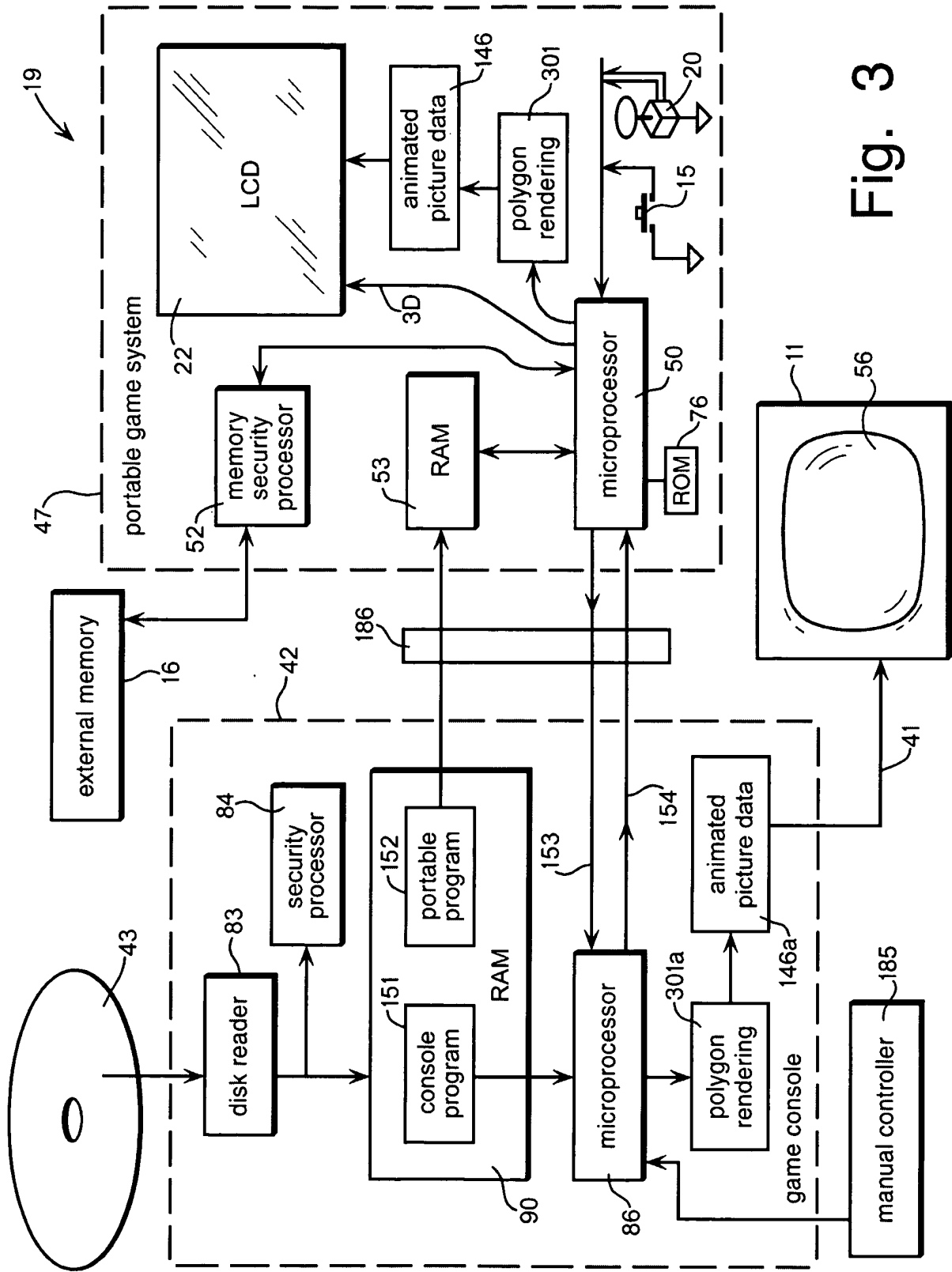


Fig. 3

Fig. 4

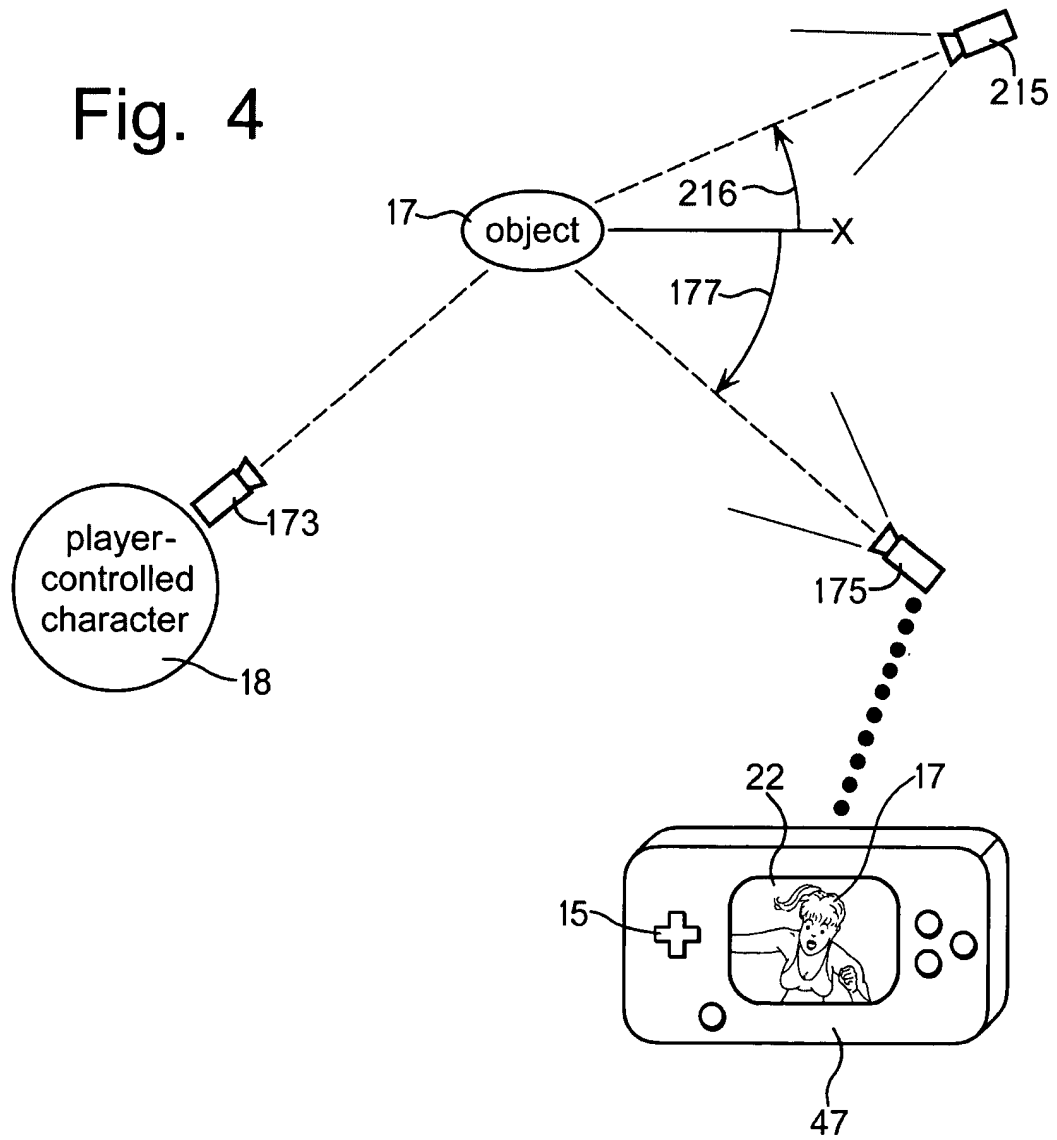
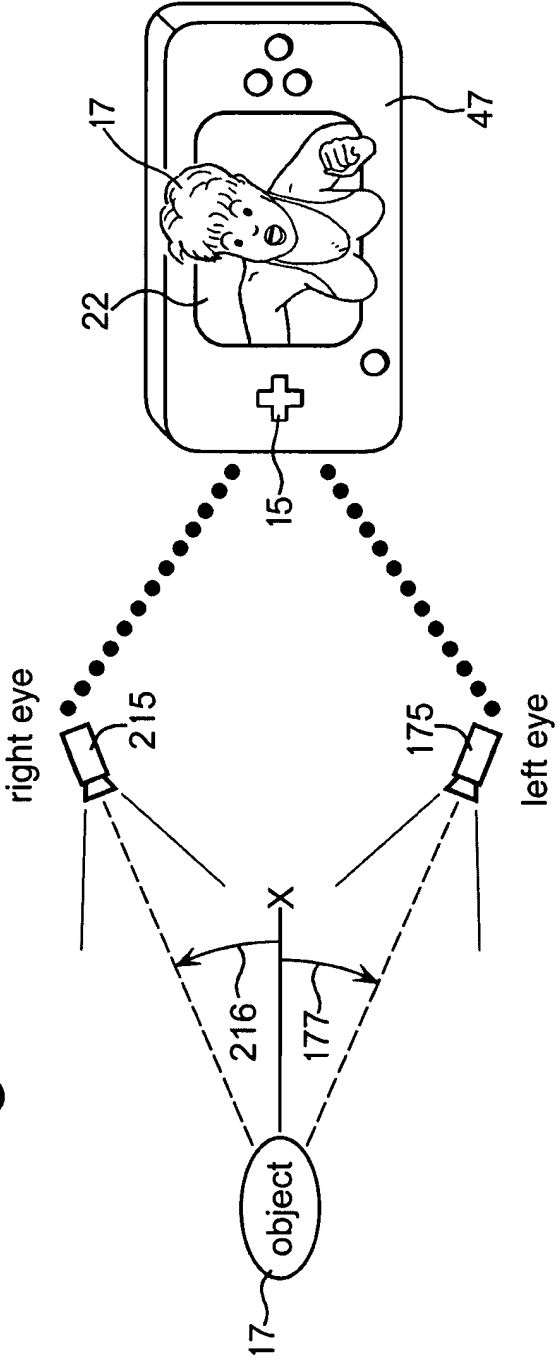


Fig. 5



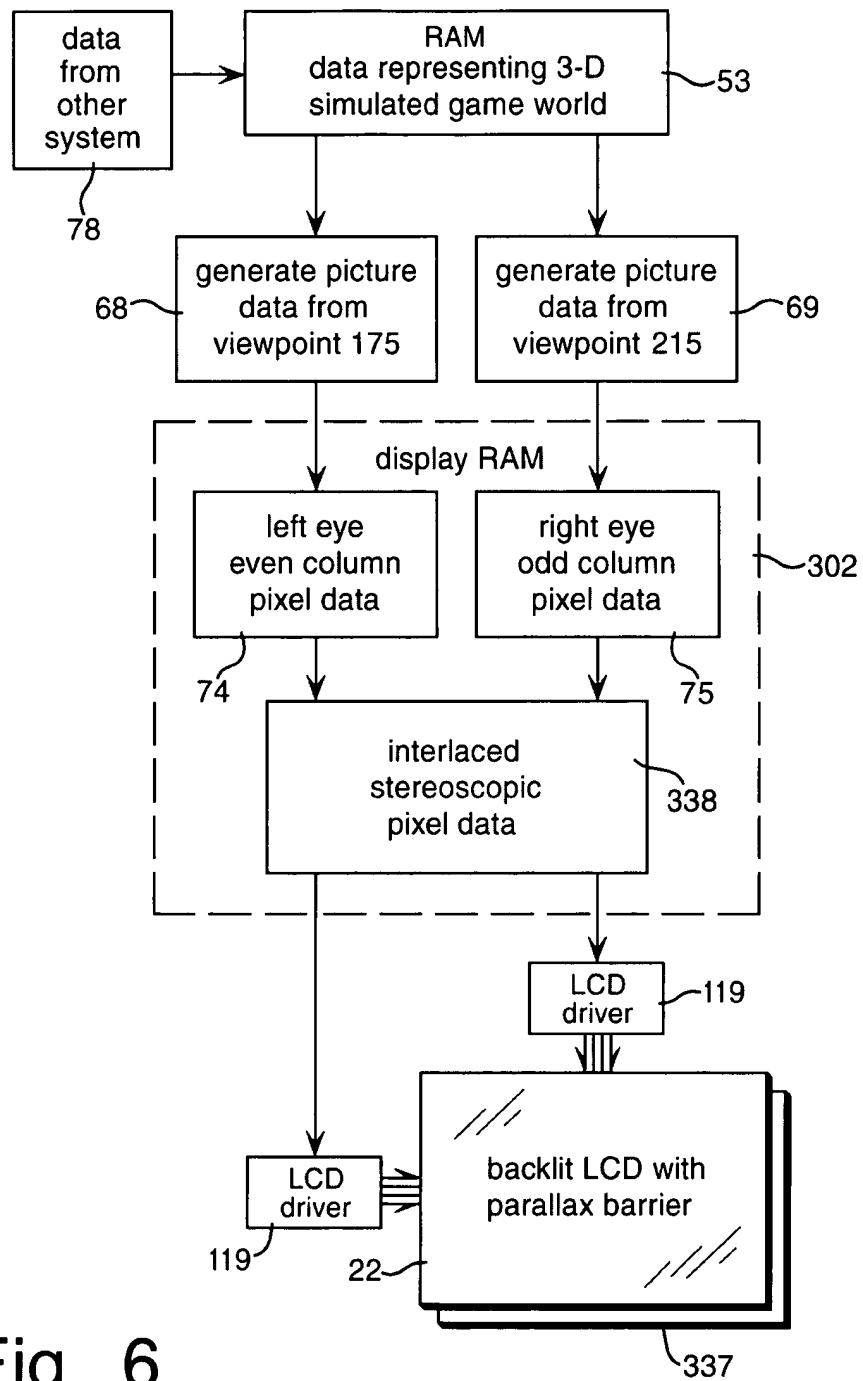


Fig. 6

Fig. 7

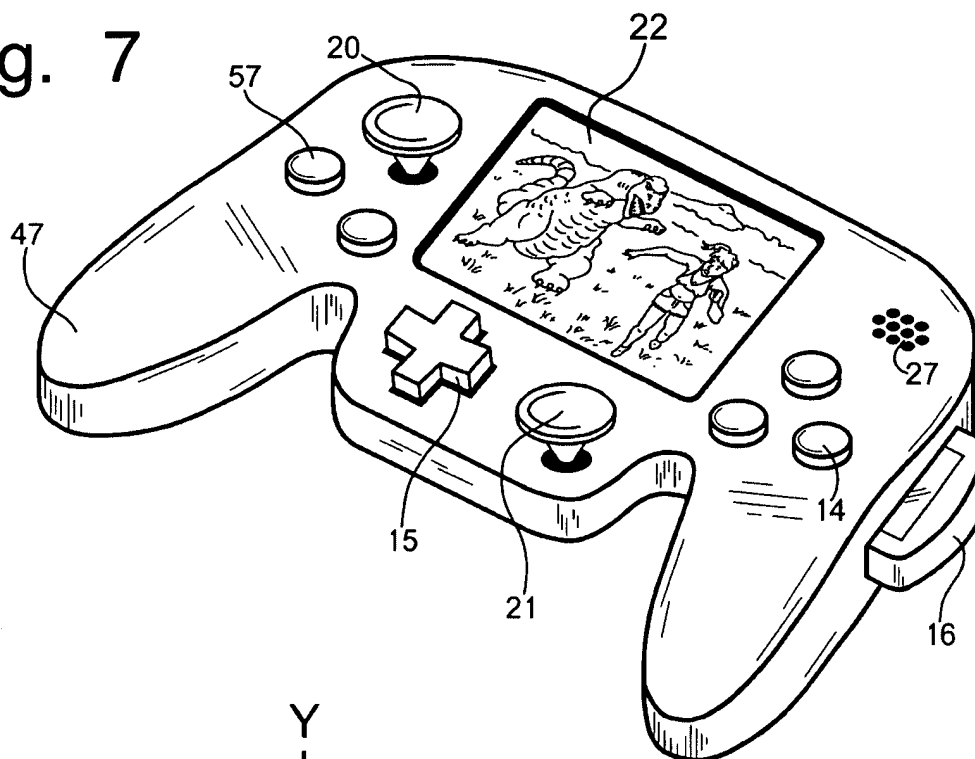


Fig. 7a

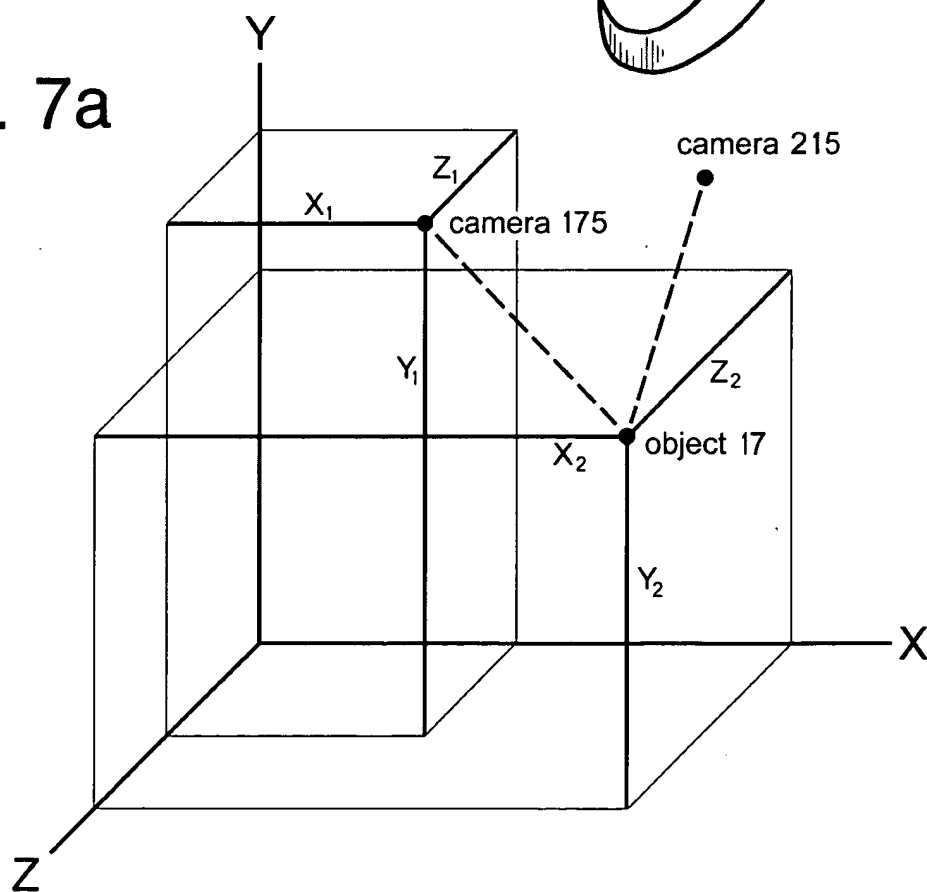


Fig. 8

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RAM in console

program for transferring programs from disk to portable game system
program for generating image of 3D world
program for generating image of animated character in 3D world
program for generating image of object in 3D world
program for generating data to be transferred to portable game system
program for processing data received from portable game system
program for determining viewpoint and camera angle
data for simulated 3D world
data for object in simulated 3D world
data for animated character in simulated 3D world
data for animated character performing action in simulated 3D world
data for location of character in 3D world
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

Fig. 9

control unit ID number	operation code	picture serial number	size factor	coordinate X ₁ number of pixels	coordinate Y ₁ number of pixels	coordinate X ₂ number of pixels	coordinate Y ₂ number of pixels	object id3
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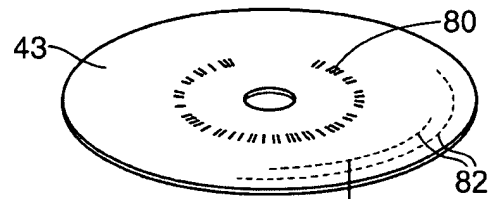
Fig. 10

RAM in portable system

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program for loading RAM with programs supplied by console and disk
program for processing data records from console
program for sending data records to console
program for converting cursor movement into location coordinates
program for generating image of 3D world
program for determining viewpoint and camera angle
program for generating movement of a 3D character in a 3D game world
program for superimposing a 3D object picture on a 3D background
program for animating a character
program for displaying maps and other non-animated pictures
data for simulated 3D world
data for object in simulated 3D world
data for animated character in simulated 3D world
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

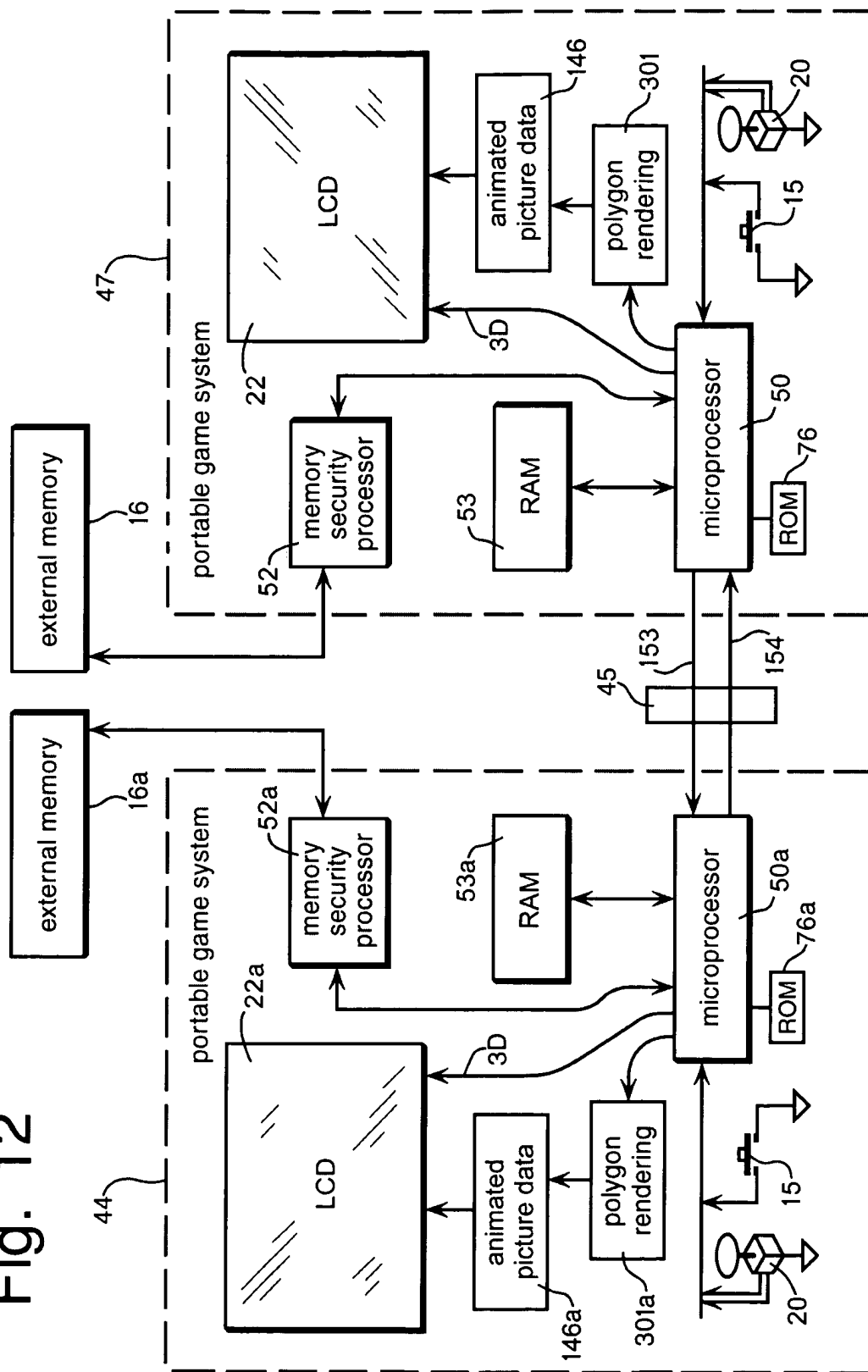
Fig. 11



on data carrier

program for loading RAM with programs supplied by disk
program for generating data representing a simulated 3-D world
program for generating picture data of animated character in 3-D world
program for generating picture data of objects in 3-D world
program for calculating point of view locations and camera angles
program for transferring programs to portable game system 47
programs to be transferred to a portable game system
program for sending data to portable game system to control LCD display
data to be transferred to a portable game system
picture data for simulated 3D world
picture data for player-controlled object in simulated 3D game world
data for animated character performing action in 3D game world
data for location of character in 3D game world
data for character and object descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

Fig. 12



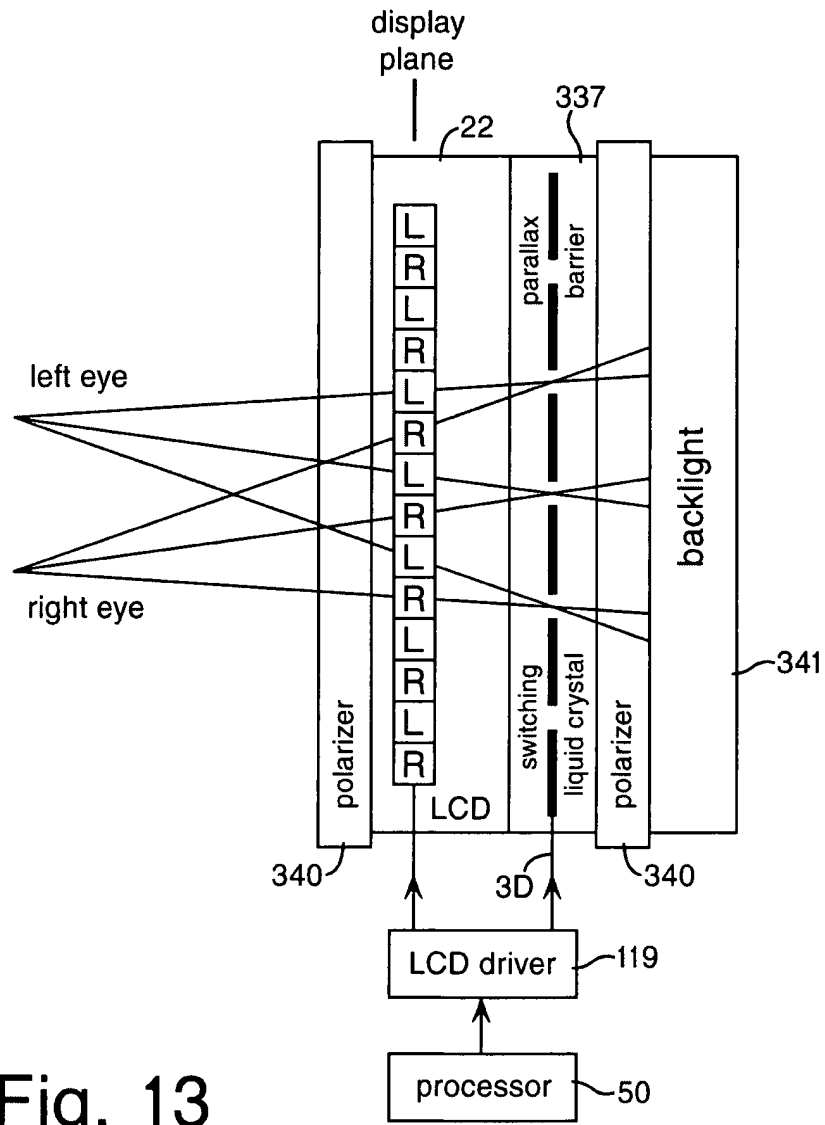


Fig. 13

Fig. 14
PRIOR ART

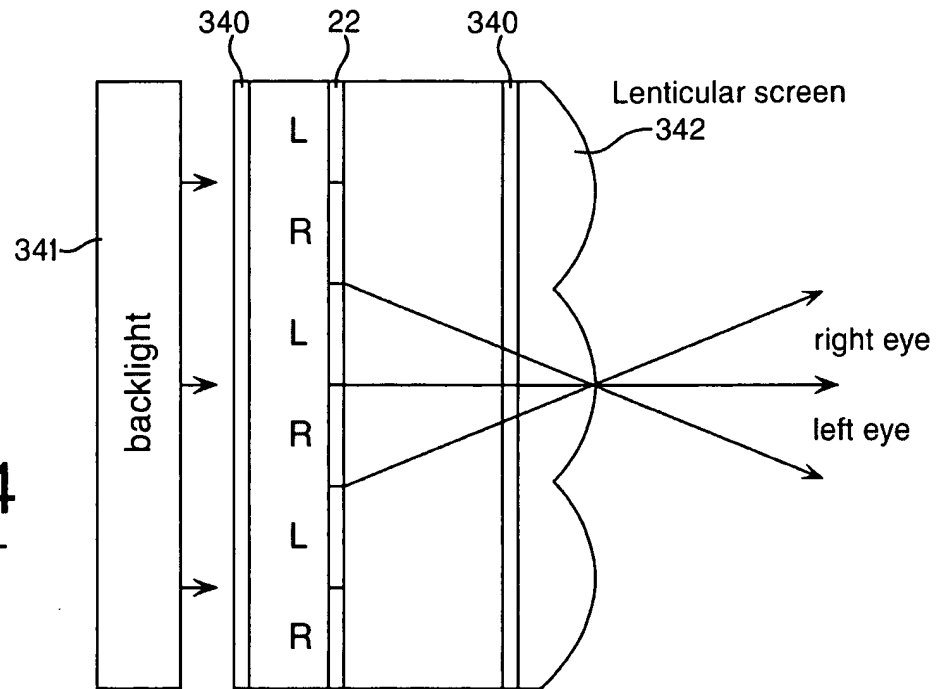


Fig. 14a
PRIOR ART

